

APF electronics, Inc.
ufo I
ufo II
sea monster
break it down
rebuild
shoot a little
shoot
shoot alot
operating instructions

Cartridge # MG1010

GETTING STARTED

Insert the cartridge into the main unit and press the reset button. There are 8 games listed.

UFO

Game 1—2

NUMBER OF PLAYERS

UFO is played by 2 players

OBJECTIVE

To shoot down the most space ships

USE OF YOUR CONTROLLERS

The only button you will use for these games is the Fire button. Press this whenever you want to fire a missile.

SCORING

UFO 1 — A point is scored for each space ship you shoot down. The player with the most points is the winner.

UFO II — There are two levels of space ships. Hitting the top space ship gives you 1 point. Hitting one of the lower space ships gives you 5 points. The player with the most points is the winner.

SEA MONSTER

Game # 3.

NUMBER OF PLAYERS

Sea Monster is played by 2 players.

OBJECTIVE

To destroy the monster at the bottom of the sea.

USE OF YOUR CONTROLLERS

Pushing the Fire button releases the torpedo.

SCORING

Each time you hit a sea monster you get 5 points. If at any time you hit a fish, you lose all your points and go back to 0. The player with the most points at the end of the game is the winner.

BREAK IT DOWN/REBUILD

Games 4 — 5

OBJECTIVE

Break it Down — To use the least amount of shots to break up the square. The square consists of 24 pieces and 24 is the best score. To fire at the square, push the Fire button on your controller.

Rebuild — Is just the opposite of break it down: See what the least amount of shots are needed for you to rebuild the square.

SHOOT A LITTLE/SHOOT/SHOOT ALOT

Game 6 — 8

OBJECTIVE

To hit the targets the most times. To fire you push the Fire button. The score is kept in the bottom corners of the playfield.

GAME VARIATIONS

Shoot A Little — 20 shots

Shoot — 50 shots

Shoot ALOT — 99 shots